

# What does the Future of Maneuver Look Like?

- Seizing a Lodgment by Airborne or Amphibious Operation in order to...
- Rapidly Build Up Follow-on (Armored) Forces by
  - > APS Ashore and Afloat equipment and/or
  - ➤ Airlanded equipment With...
- Expeditionary Sustainment Capability enabling...
- Decisive Maneuver with Supporting Joint Fires in...
- Complex Urban Environments against...
- Hybrid Threats across...
- > The Planet

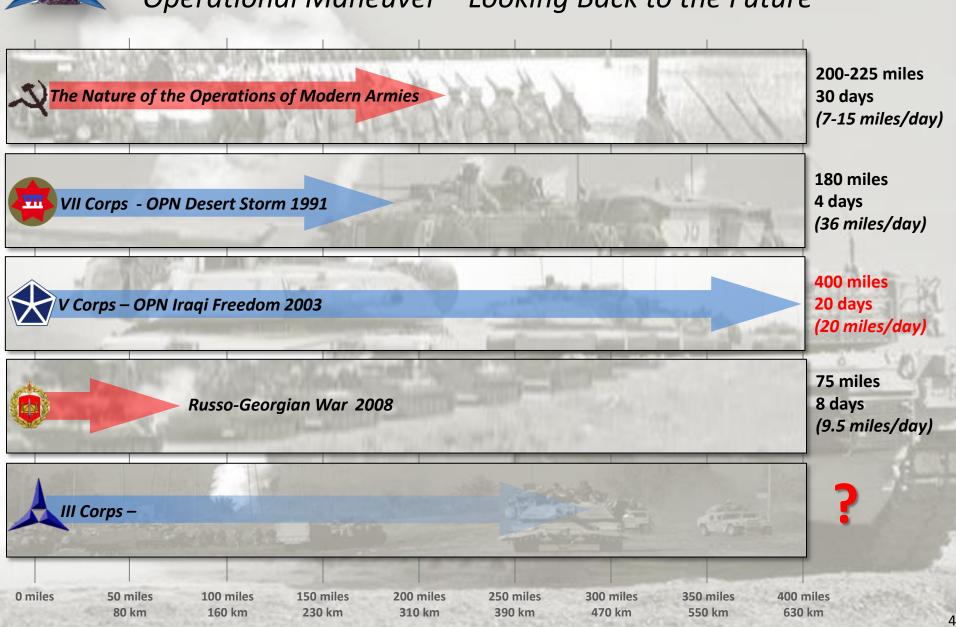


The Demand for Forces in One Division





Operational Maneuver – Looking Back to the Future



How will America's Armored Forces Fight in the 21st Century?

#### Using Fires

- ➤ Battlespace Framework and Management
- ➤ Air Ground Operations and Joint Integration
- > Targeting

#### > At Operational Depth

- ➤ Massing Effects
- Quality Formations, the building blocks of Operational Maneuver the ABCT
- ➤ What is the line between Corps and Divisions? Divisions and BCTs?

### With Flexibility

- Mission Command Systems Capability vs. Complexity
- Combined Arms MTOE vs. Task Organization

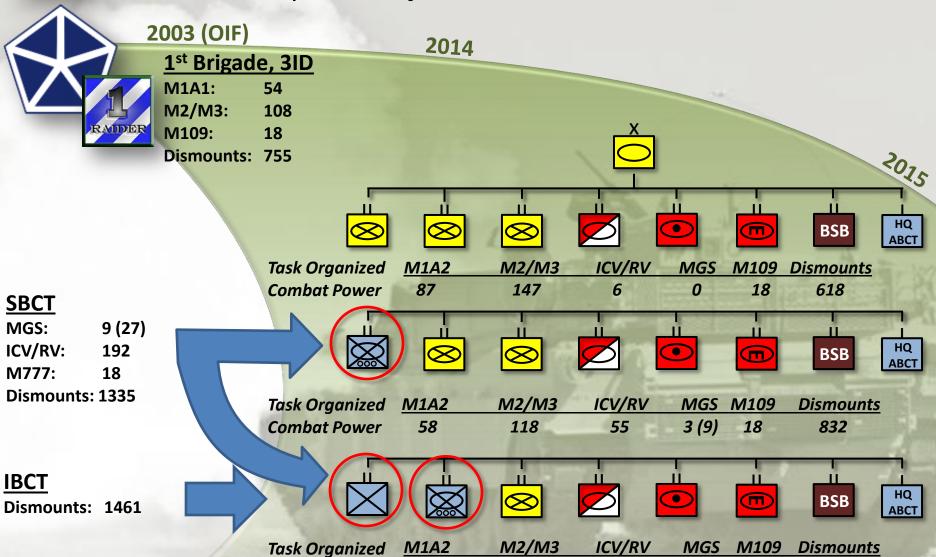
#### > Air and Joint Enablers

Supporting Operational Maneuver

#### > Sustained Combat Operations

- ➤ Sustainment Force Structure
- > Total Force Integration

ABCTs: Optimized for Threat and Environment



29

**Combat Power** 

55

82

3(9)

18

1038

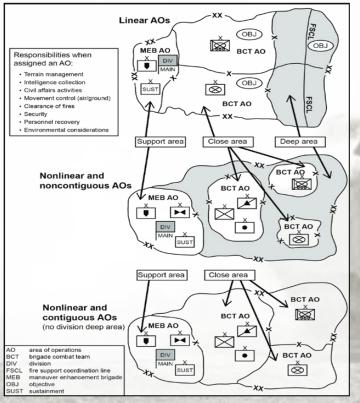
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Fires – Massing Effects to Manage DIV and BCT Transitions

### **Fires Challenges and Opportunities**

- Battlefield Framework
- FSCM Management and Flexibility
- Fires Capabilities
- CALE vs. ASOC (JAGIC)







ABCT Organic Capabilities Challenges

**Mobility/Counter Mobility Capabilities – The Breach** 

- ➢ 6 x ABVs per ABCT
- > 4 x AVLB/Wolverine per ABCT
- > Smoke No organic smoke capability in AC
- Volcano Not organic to ABCT

	1	2	3		R	THE IRON BRIGADE	HIGHANDER	4
ABV	6/6	6/6	6/6	0/6	0/6	0/6	0/6	2/6
Gap Crossing	2/4 Wolverines	4/4 Wolverines	2/4 Wolverines	4/4 AVLB	2/4 AVLB	0/4 Wolverines	6/6 Wolverines	3/4 AVLB
Volcano	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0
Smoke (M58A3)	0/0	0/0	0/0	0/0	0/0	0/0	0/0	0/0



#### **Protection Capabilities**

- SHORAD / Counter-UAS
- > CBRNE





Mission Command Challenges and Opportunities

# **Command and Control in 2014** Capabilities, V Corps - III Corps **Terrestrial - Space** Analog - Digital > Capacity vs. Complexity The Common Operating Picture, BCT and Below **NIE Take-Aways (Tactical vs. Operational) Command Posts - DRASH Flexibility Challenges Unit Task Reorganization (UTR) COMSEC**

6Mb WIN-T INC1A

2006

2004

MC from SHORT HALT

2008

32Mb

2010

WIN-T INC1B

2012

64Mb

WIN-T INC 2

**MCOTM** 

2016



Sustainment Challenges and Opportunities

#### **Sustainment Challenges and Opportunities**

#### Readiness

- > Training Resource Model Changes
- Mechanic Experience/Training
- Maintenance Management Experience
- Low-Usage/Admin Storage hidden costs

#### Sustaining Operations

- > Effects of Modularity
- Weapons System Replacement Operations
- ASL stockage and repair parts supply chain
- Cold Production Lines Lead Times

#### Sustainment Force Structure

- > COSCOM ESC
- MSB CSSB
- > FSB BSB







#### The Armored Force in Urban Environments

"Cities with populations of ten million or more are given a special designation: megacity. There are currently over twenty megacities in the world, and by 2025 there will be close to forty."

- SSG report "A Proposed Framework for Appreciating Megacities: A US Army Perspective.

#### **Armor in the Megacity**

- New Approaches, New Doctrines, Old Lessons
  - > Armored Forces in Urban Environments
  - > Task Organization
- > Joint, Interagency, and Multi-National (JIM)
  - Interoperability
  - > Interdependence
- Regionally Aligned Forces
  - > Institutional Knowledge
- > The Role of Armor
  - > Simultaneity
  - **➤** Mobile Protected Firepower
  - > The Combined Arms Team

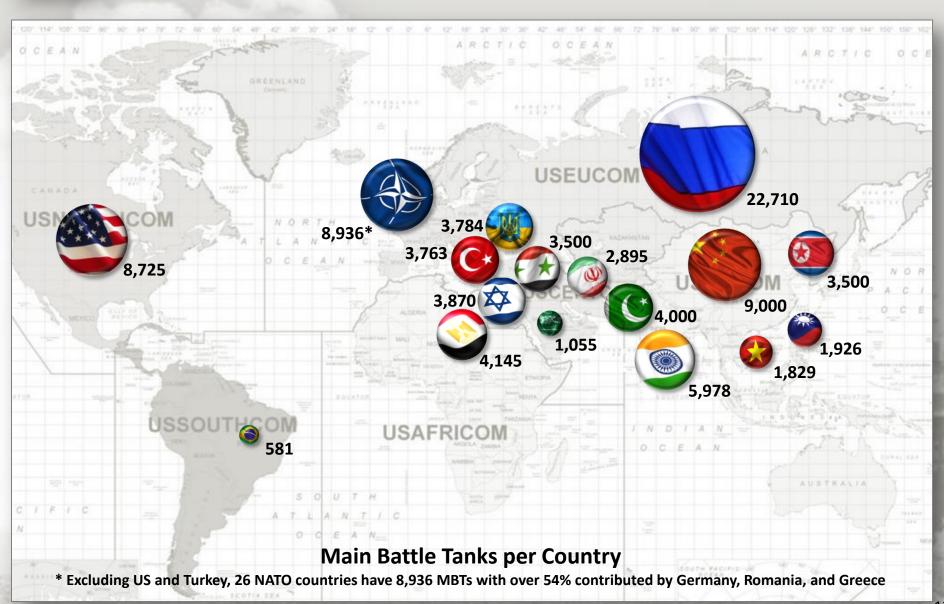








The Decisive Action Environment





Is Armored Warfare Something We Value?

# The Future of Armor Branch-Challenges and Opportunities for a Force in Transition

➤ Talent Management

Mounted Warfare as a Specific Skill Set

- Leader Development
  Core Competencies
- ➤ Force Structure and Capabilities

  Setting Conditions for Decisive Action

